EXODUS

ULTIMA III

A new dimension for 1 to 4 characters.

Created by Lord British.

APPLE VERSION
MOCKINGBOARD MUSIC ENHANCED

An epic fantasy role-playing experience. Sequel to the best-selling Ultima and Ultima II.

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APPLE VERSION
MOUSE/KINGSBOARD
MUSIC
ENHANCED
Ultima III
GAME DISK
FULL COLOR CLOTH MAP
WIZARD MAGIC BOOK
INCLUDES
CLERIC MAGIC BOOK
PLAYBOOK
REFERENCE CARD
A REAL TIME FANTASY ROLE-PLAYING GAME BY LORD BRITISH
Ultima III

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A REAL TIME FANTASY ROLE-PLAYING GAME
BY LORD BRITISH

Ultima III
Upon escaping the crumbling ruins of Shadowguard, the black fortress of Minax, you lay your weary body on the mossy-covered ground. As you rest, you remember your first encounter with the evil wizard of Mondain, whom you later tracked down and defeated. The existence of his apprentice, Minax, was soon revealed and the crusade was begun again. Younger and more difficult to vanquish, the mentor, she has been much more challenging than your sense of accomplishment is touched by a chilling fear. Somehow, all all vestiges of evil been removed? Without further treacherous foes have not been eliminated. All of your past accomplishments may be lost. You stand up, prepare your armour, and walk to the skill, daring, and perseverance. Steeling in, the hunt resumes. dimension door.
AN EPIC FANTASY ROLE-PLAYING EXPERIENCE FEATURING
UP TO 20 CHARACTER SCORES
PLAYING AND CHANGING MAGICAL
PLAYING AND CHANGING MAGICAL
IT FEATURES SUPER SOUND & MUSIC!
NEW ADVENTURE! NEW CHARACTERS! NEW MAGIC!
ORIGIN
A REAL-TIME FANTASY ROLE-PLAYING
BY LORD BRITISH
Ultima III

Ultima III
A EPIC FANTASY ROLE-PLAYING EXPERIENCE FEATURING
NEW COMBAT MODE
NEW SHIP TO SHIP OR SHORE COMBAT
FULL COLOR VISUALS THROUGHOUT
NEW ADVANCED DUNGEON GRAPHICS
NEW ANIMATED OUTDOOR GRAPHICS
SOUND ON OFF TOGGLE
NEW NAVIGATIONAL STRATEGIES
ADVENTURE STYLE VERB ENTRY
NEW ASTROLOGICAL INFLUENCES
ORIGIN
SYSTEMS INC.
Ultima III

Ultima III

[illegible] the crumbling ruins of Shadowguard, the black [illegible] of Minax, you lay your worn body on the now-sacred [illegible]. As you rest, you remember your first encounter with the [illegible] of Mondain, whom you later tracked down and destroyed. The existence of his apprentice, Minax, was soon revealed and the [illegible] was begun again. Younger and more cunning than her [illegible], she has been much more difficult to vanquish. But now [illegible] is touched by a chilling fear. Have [illegible] of evil been removed? Somehow, you sense that your [illegible] has been eliminated. Without further feats of [illegible] and perseverance, all of your past accomplishments [illegible]. You stand up, prepare your armour, and walk to the [illegible] door. Stepping in, the hunt resumes.

FANTASY ROLE-PLAYING EXPERIENCE FEATURING:

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[illegible] INFLUENCES

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DR-083

EXODUS

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APPLE VERSION
MOCKINGBOARD MUSIC ENHANCED

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III

INCLUDES:

GAME DISK
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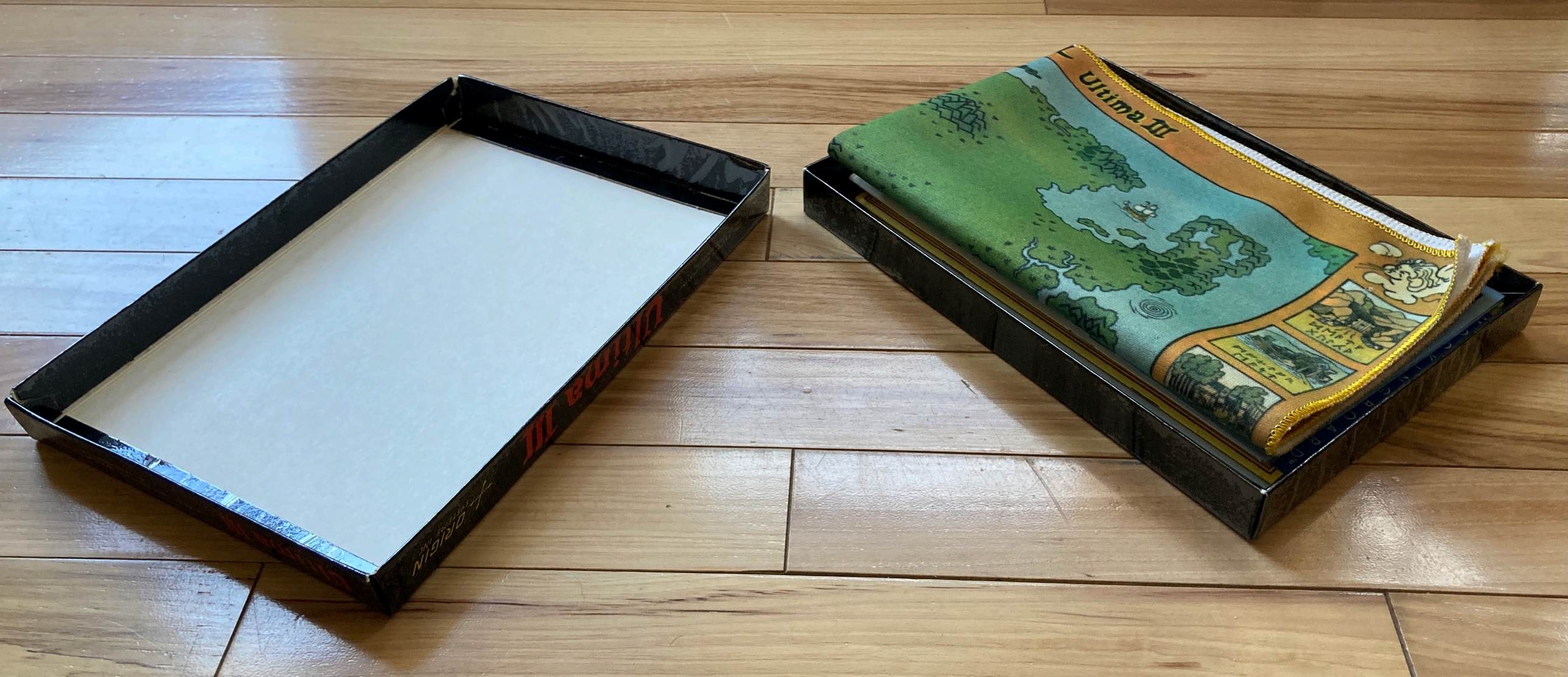
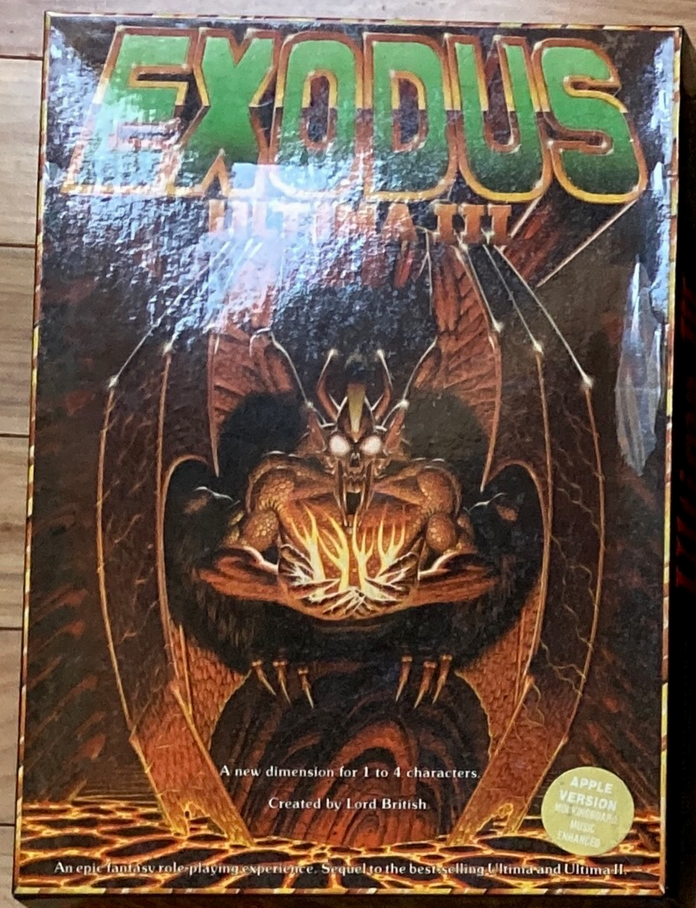
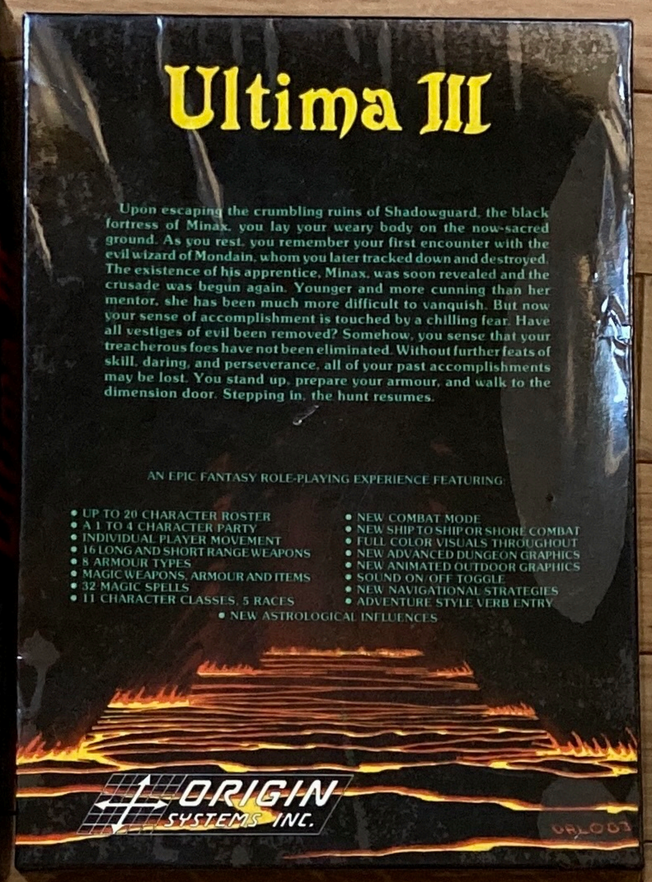
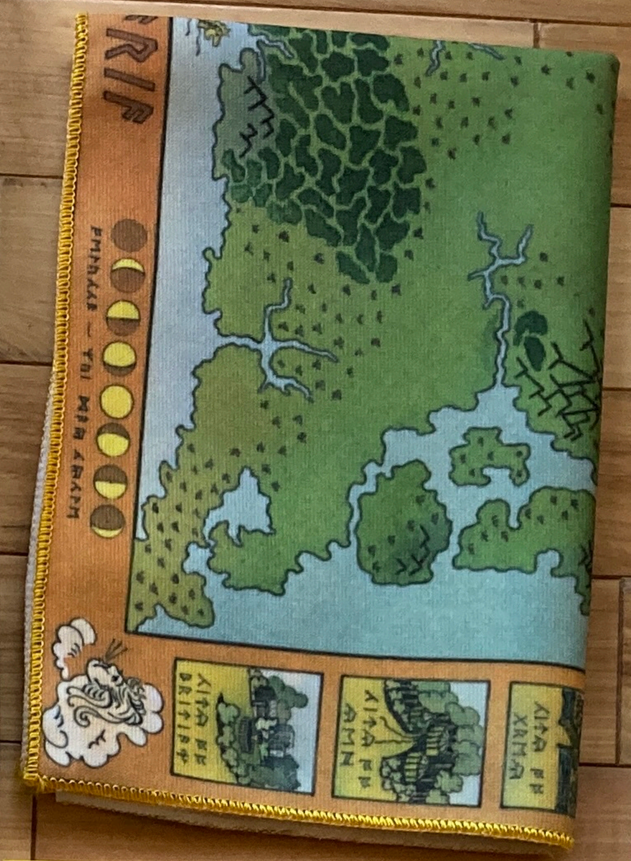
Ultima III
ORIGIN
Ultima III


Ultima III
Ultima III







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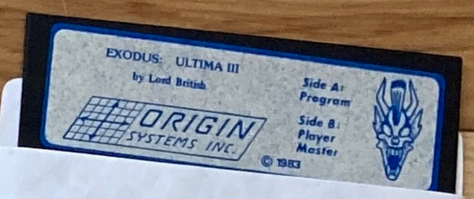
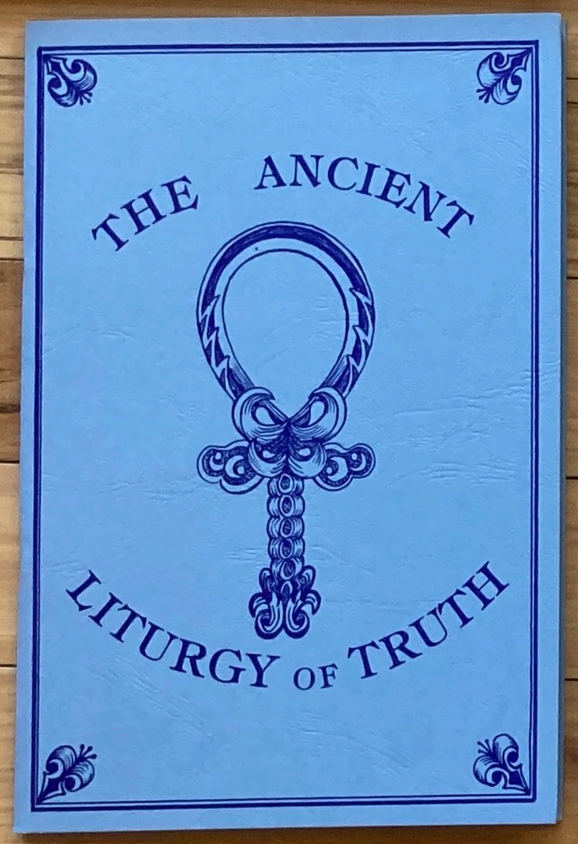
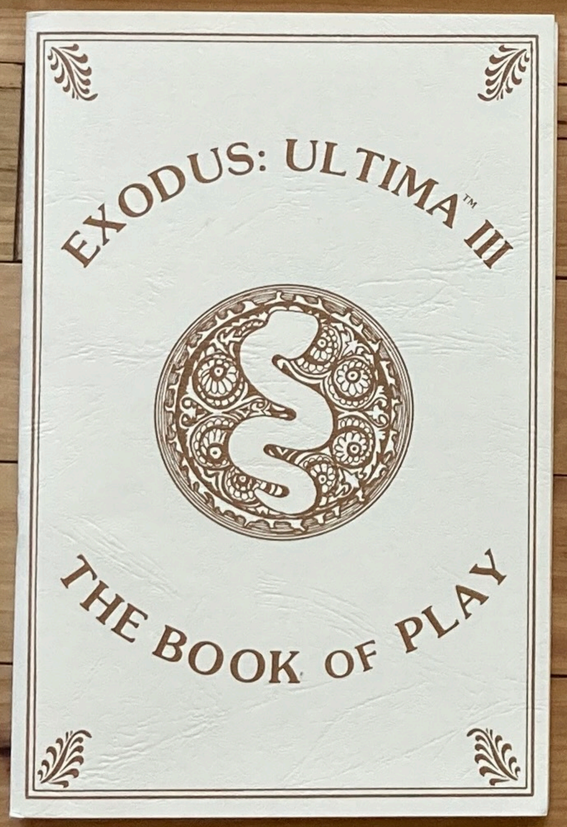
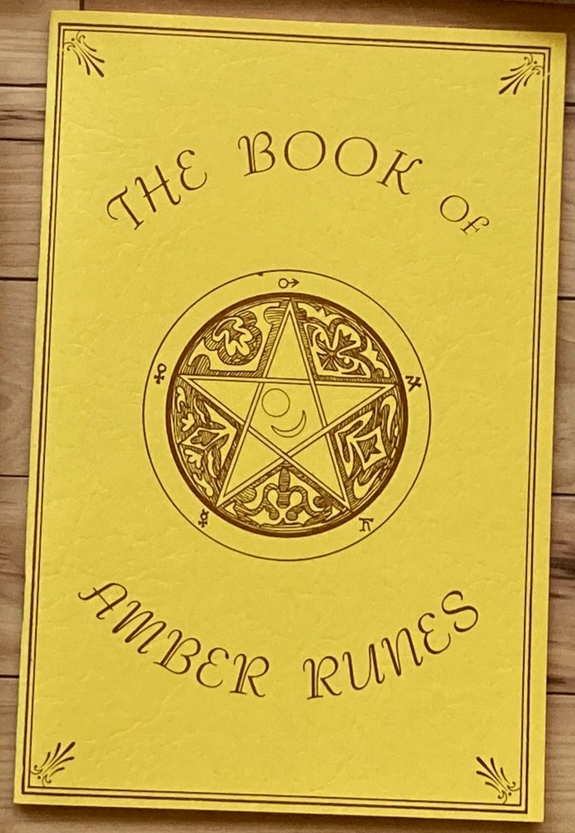
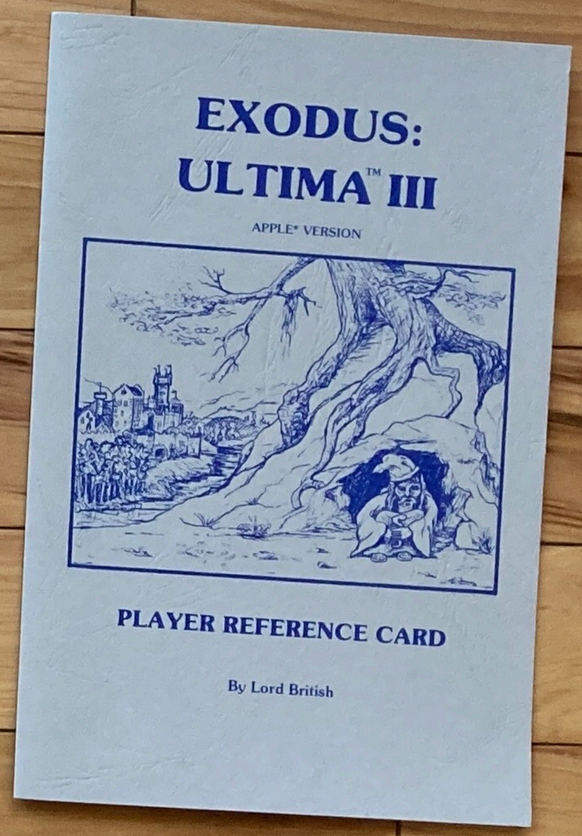
Name of Product Purchased _____ Date _____
My primary interest is: Entertainment ____ Education ____ Business ____ Utility ____
The Computer Magazine I usually read is: _____
I heard about this program from: ☐ Magazine Review ☐ Magazine Advertisement ☐ Computer Store ☐ Other _____

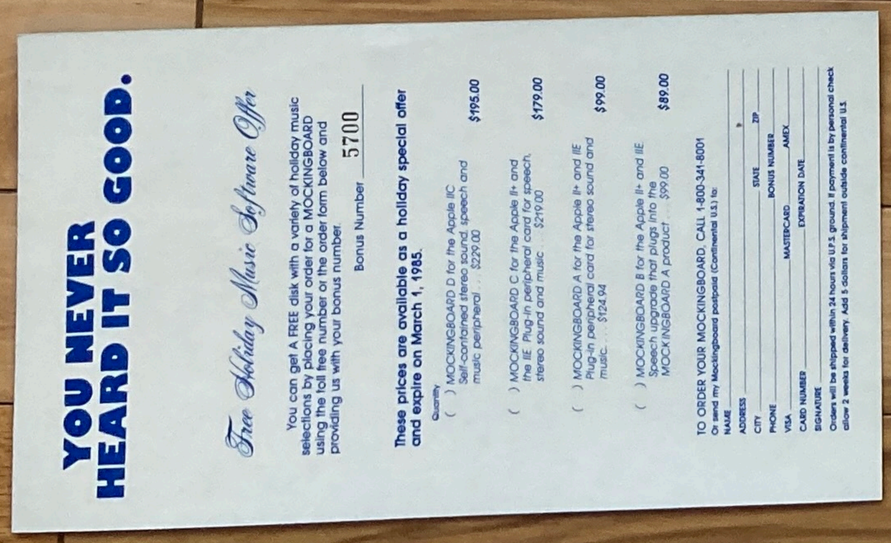












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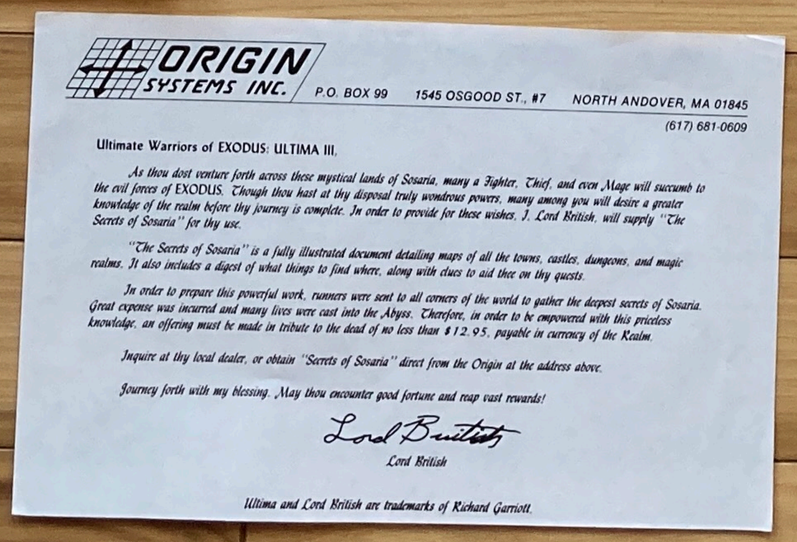

ORIGIN SYSTEMS INC. P.O. BOX 99 1545 OSGOOD ST., #7 NORTH ANDOVER, MA 01845
(617) 681-0609

Ultimate Warriors of EXODUS: ULTIMA III,

As thou dost venture forth across these mystical lands of Sosaria, many a Fighter, Thief, and even Mage will succumb to the evil forces of EXODUS. Though thou hast at thy disposal truly wondrous powers, many among you will desire a greater knowledge of the realm before thy journey is complete. In order to provide for these wishes, I, Lord British, will supply "The Secrets of Sosaria" for thy use.

"The Secrets of Sosaria" is a fully illustrated document detailing maps of all the towns, castles, dungeons, and magic realms. It also includes a digest of what things to find where, along with clues to aid thee on thy quests.

In order to prepare this powerful work, runners were sent to all corners of the world to gather the deepest secrets of Sosaria. Great expense was incurred and many lives were cast into the Abyss. Therefore, in order to be empowered with this priceless knowledge, an offering must be made in tribute to the dead of no less than $12.95, payable in currency of the Realm.

Inquire at thy local dealer, or obtain "Secrets of Sosaria" direct from the Origin at the address above.

Journey forth with my blessing. May thou encounter good fortune and reap vast rewards!

Lord British

Lord British

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EXODUS: ULTIMA III

by Lord British

Side A:
Program

Side B:
Player
Master

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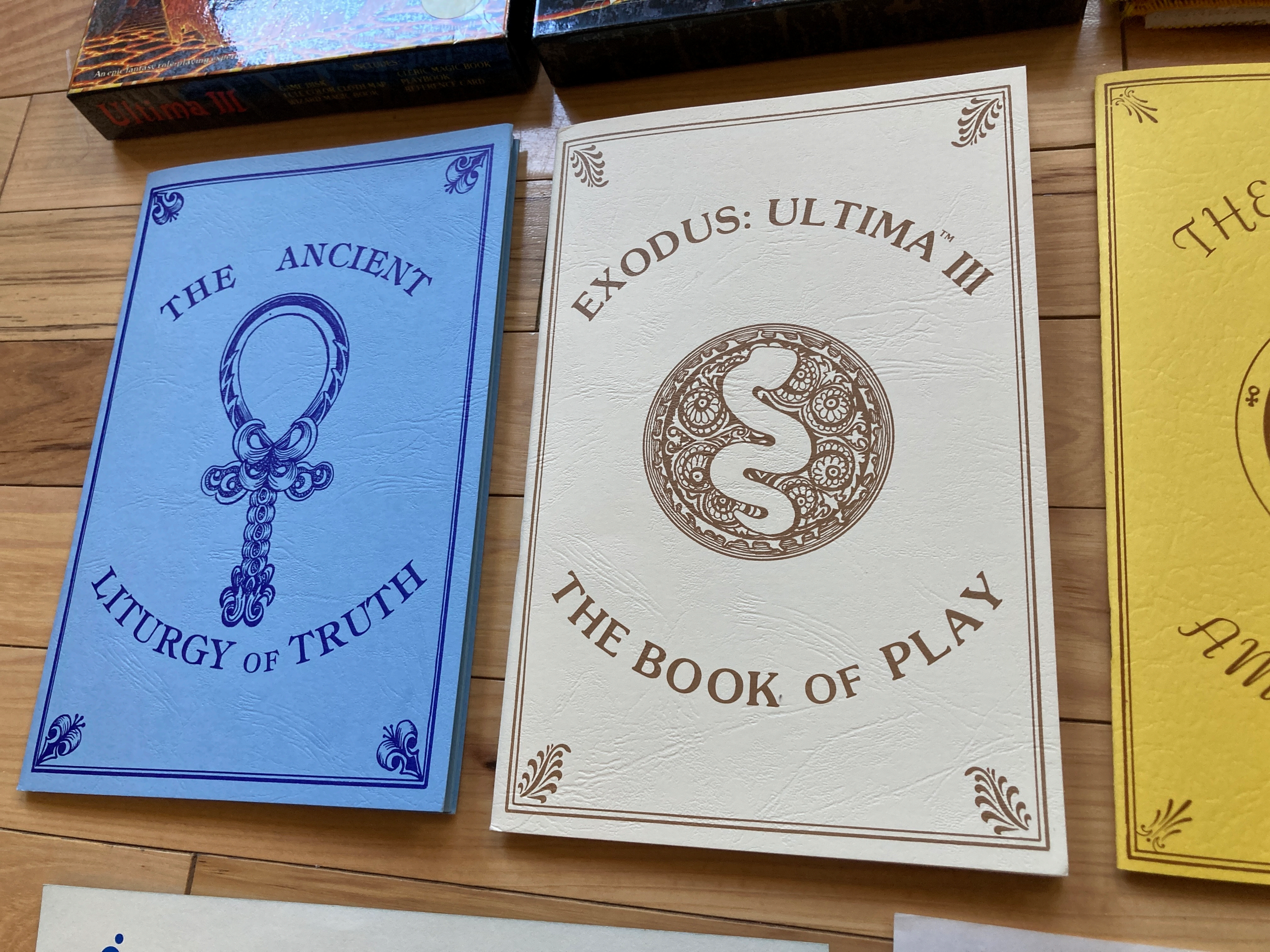
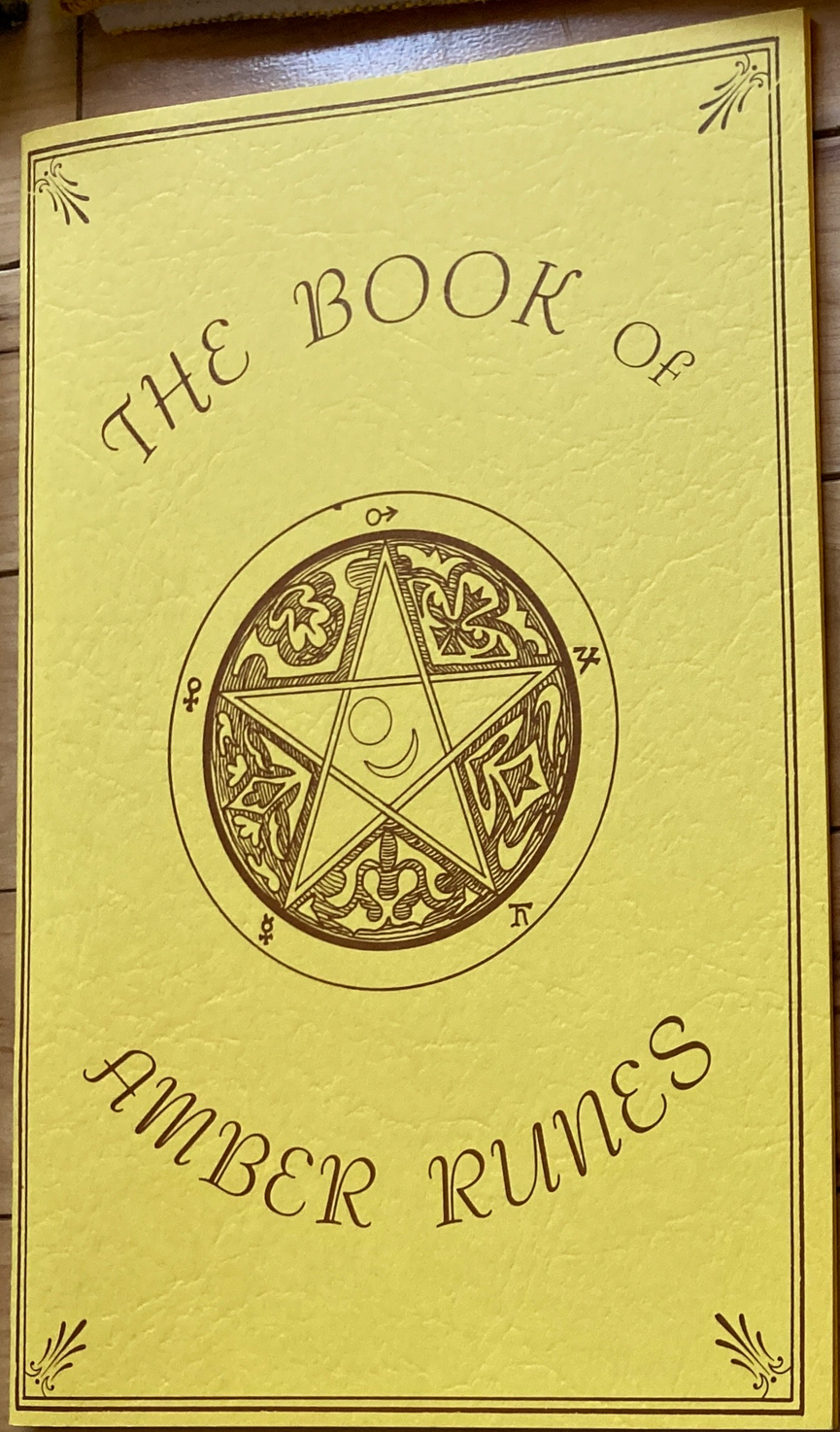

Ultima III
THE ANCIENT
LITURGY OF TRUTH
EXODUS: ULTIMA™ III
THE BOOK OF PLAY



EXODUS: ULTIMA™ III

APPLE* VERSION

PLAYER REFERENCE CARD

By Lord British

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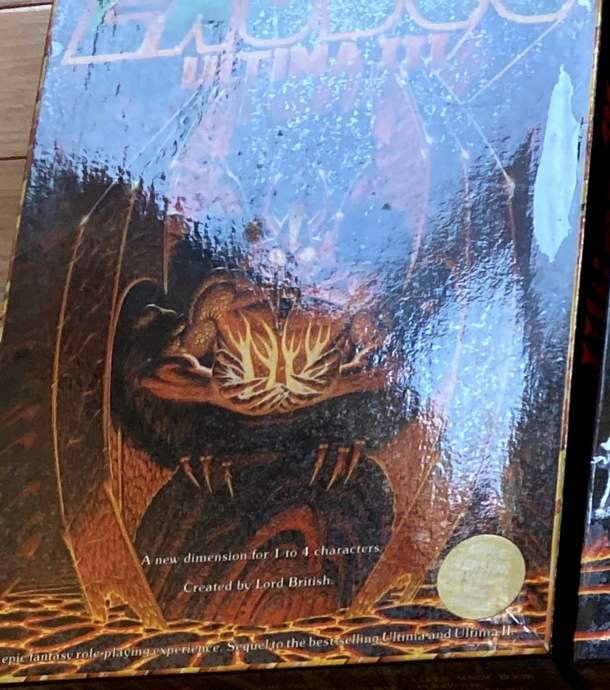
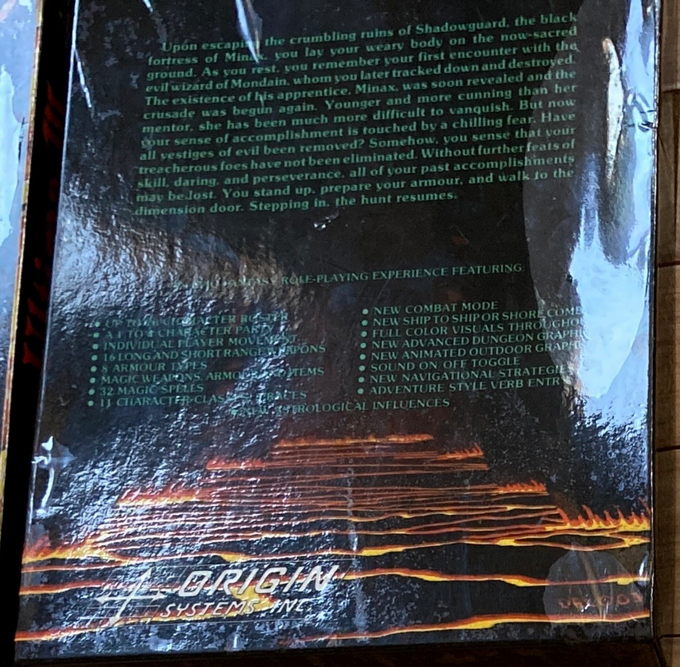
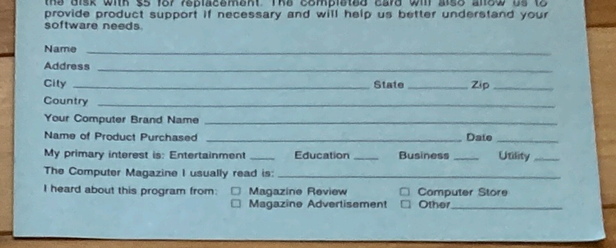






The greatest transport are the hidden Moon Gates. They are similar, but less powerful, to the **Siege Perilous** that hast brought thy Party hither. Passing through a Moon Gate when it is active will teleport thy Party to hidden powers. Access to many glens of the old knowledge are restricted by the Moon Gates. No creature of the Dark can ever break through the wards that protect them. The coming and going of the Moon Gates is somehow related to the twin Moons, Trammel and Felucca, that grace our skies. The cartographer, Hawkwind, was supposedly greatly excited about a discovery concerning the true nature of the Moon Gates, when he was attacked. The success of thy quest may well hinge on thou solving this ancient mystery.

At the top of thy screen, the phases of the twin moons, Trammel and Felucca are represented by numerals as follows:

- 0 - New moon
- 1 - Crescent waxing
- 2 - First quarter
- 3 - Gibbous waxing
- 4 - Full moon
- 5 - Gibbous waning
- 6 - Last quarter
- 7 - Crescent waning

LAST MINUTE COUNSEL:

When thou enters the plains of Sosaria, thou art stark naked without a weapon in thy hands. Immediately Wear, (W), thy Cloth armor and Ready, (R), thy Dagger before doing anything. Quickly look for a town and enter it. Inside the town, thy purses of gold will buy better weapons and armor. Thy party's ability to survive depends as much on the quality of its equipment as on the quality of its leader. Forget not to obtain enough Food. Towns are widely scattered, and starvation is always so unpleasant to watch.

If ever there occurs a need to just rest in one place until a certain time, thou may repeatedly hit (SPACE BAR). This does not do anything but pass time rapidly. Of course, remember that the monsters are still moving and that food is being consumed quickly.

Despite one's finest efforts and diligence, it is not possible to complete thy adventure on a single foray. Do not be dismayed, all that has been accomplished is not lost. As Lord British's champions, thou art aided by his great Wizard. Every time thou enters or leaves a place, the state of thy souls is reflected in the great mirror that hangs in Lord British's chamber that he might view thy progress. When thy party **Journeys Onward** next time, the Wizard will invoke a mighty spell and **Restore Game** automatically. Thy party will resume adventuring at the last place visited, or the last location thou used the command Quit (Q).

Thou art now as prepared as possible to face the trials of thy quest. Drink deep of the fellowship of thy companions, for the morrow may bring thy parting. Now, from the Main Menu, Journey onward (J). May the Gods of the People grant thou victory.

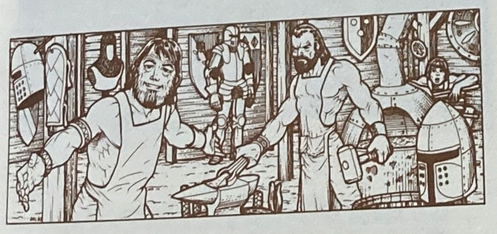
THE REALM OF SOSARIA

This be a digest of town shops, citizens and monsters. Refer to it often, especially the monster section — KNOW THINE ENEMY!

TOWN SHOPS:

The Weapons Shop

Buy and sell superbly handcrafted weapons. Each weapon is guaranteed not to break for 1,000 fights, or thy next of kin gets double thou purchase price back.



The Armory

Buy fine armour, or trade in captured booty for gold. Please note that anytime thou dost sell armour or weapons, thou needst to reequip thyself afterwards.

H. MENTAR

In order to cast this most terrifying spell, an oak gall must be collected of the sort most often found on ancient trees in dark and gloomy forest folds. Dip the oak gall in molten wax while chanting this verse from the tome of Mentar:

ZANBAR LEECHEN
CERDI MENTAR

Then, when battle is upon thee, crush the oak gall within thy hand. As the gall collapses, a blue ball of screaming horror will fly toward thine enemy. It will invade his mind, and irreparably corrupt his mental process, in direct proportion to thine own intelligence.

I. DAG LORUM

This spell is similar in effect, but more enduring than Larum.

Place a golden dagger in strong sunlight until it is hot enough to burn skin. Then scrape it heavily against a stone until a golden dust is produced. As the dust collects on the stone, chant these words and gather the dust into a silken bag.

OBRUM URICA OBLA SUM
URICA MANI SUM LEVI

When the need for extended illumination arises, hold the silken bag and shake it. A small portion of the dust will release its energy in the form of an enduring, golden, shimmering light.

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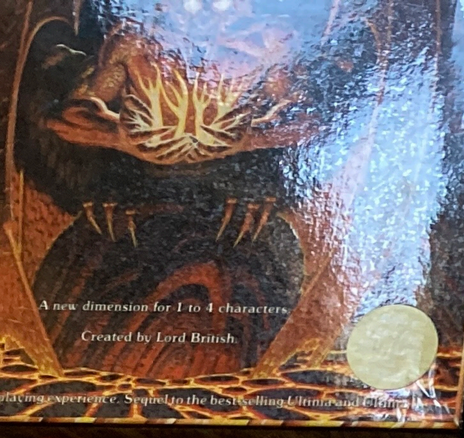
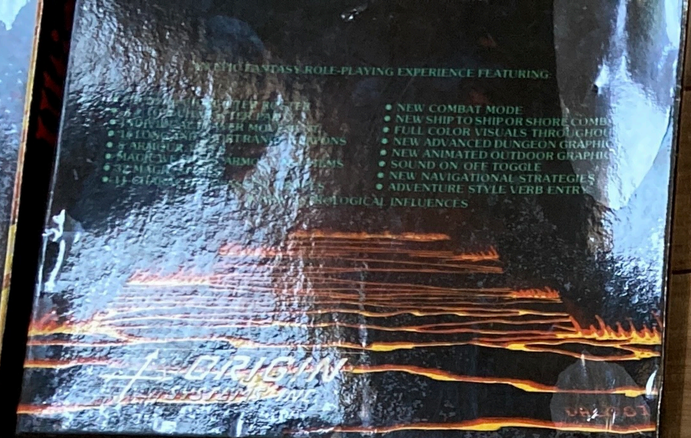
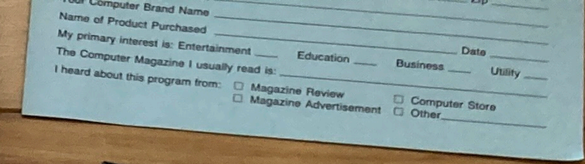
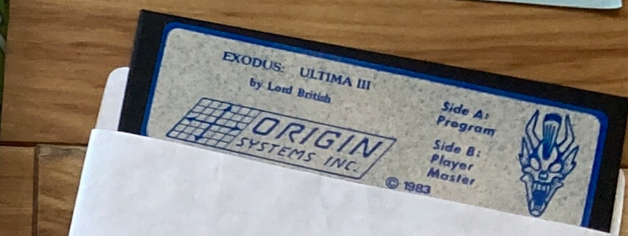
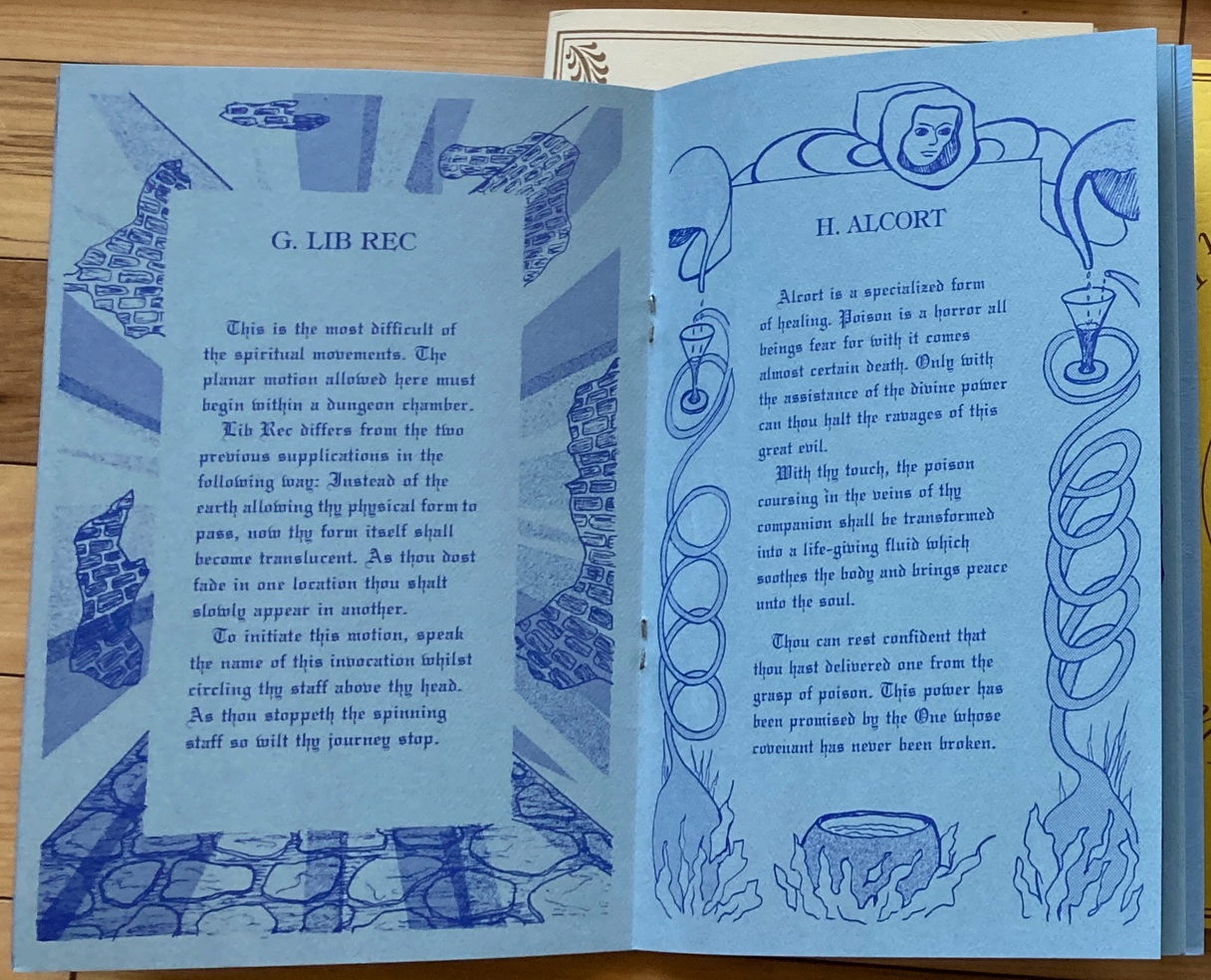










G. LIB REC

This is the most difficult of the spiritual movements. The planar motion allowed here must begin within a dungeon chamber.

Lib Rec differs from the two previous supplications in the following way: Instead of the earth allowing thy physical form to pass, now thy form itself shall become translucent. As thou dost fade in one location thou shalt slowly appear in another.

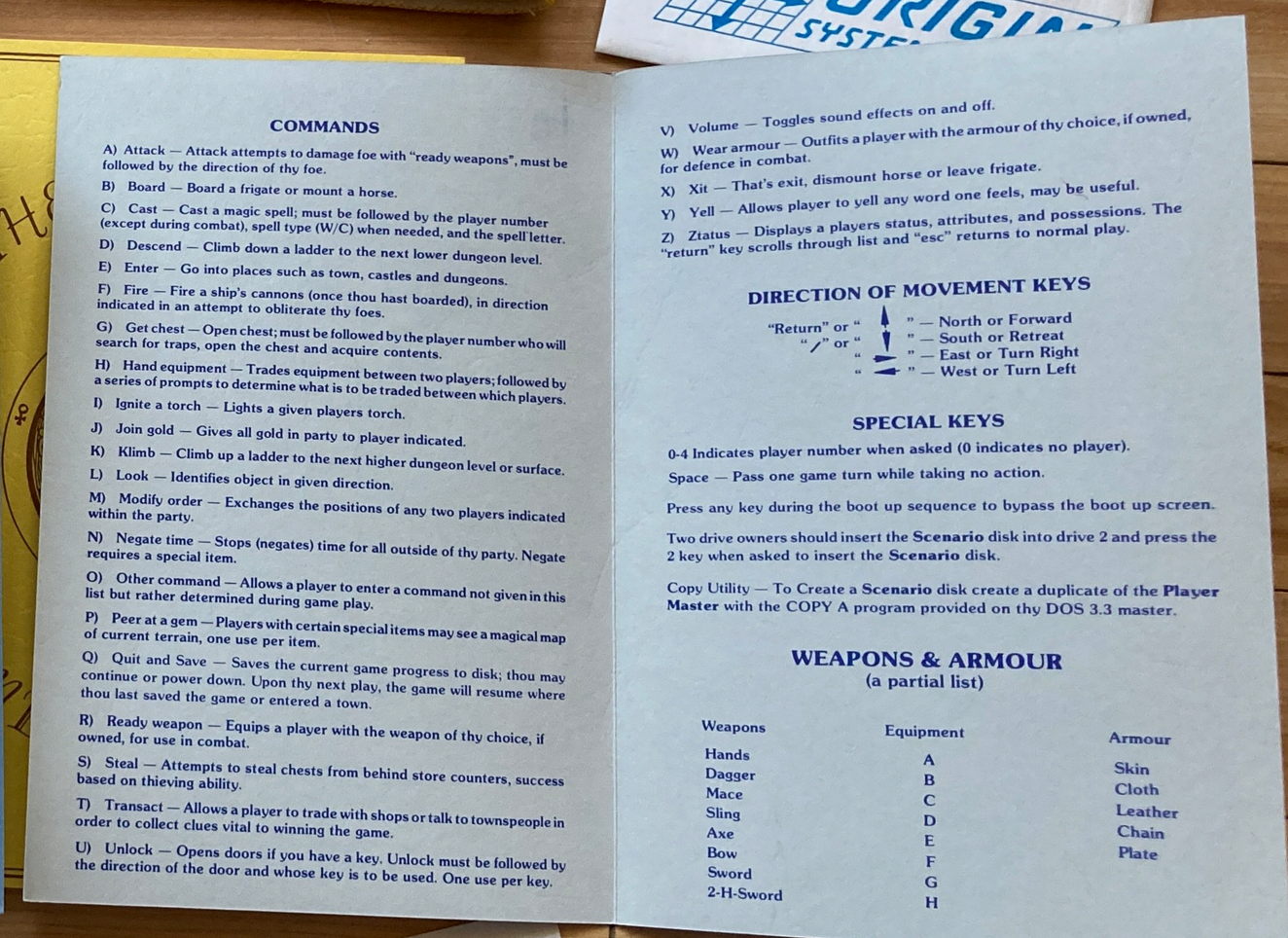
To initiate this motion, speak the name of this invocation whilst circling thy staff above thy head. As thou stoppeth the spinning staff so wilt thy journey stop.

H. ALCORT

Alcort is a specialized form of healing. Poison is a horror all beings fear for with it comes almost certain death. Only with the assistance of the divine power can thou halt the ravages of this great evil.

With thy touch, the poison coursing in the veins of thy companion shall be transformed into a life-giving fluid which soothes the body and brings peace unto the soul.

Thou can rest confident that thou hast delivered one from the grasp of poison. This power has been promised by the One whose covenant has never been broken.



COMMANDS

A) Attack — Attack attempts to damage foe with "ready weapons", must be followed by the direction of thy foe.

B) Board — Board a frigate or mount a horse.

C) Cast — Cast a magic spell; must be followed by the player number (except during combat), spell type (W/C) when needed, and the spell letter.

D) Descend — Climb down a ladder to the next lower dungeon level.

E) Enter — Go into places such as town, castles and dungeons.

F) Fire — Fire a ship's cannons (once thou hast boarded), in direction indicated in an attempt to obliterate thy foes.

G) Get chest — Open chest; must be followed by the player number who will search for traps, open the chest and acquire contents.

H) Hand equipment — Trades equipment between two players; followed by a series of prompts to determine what is to be traded between which players.

I) Ignite a torch — Lights a given players torch.

J) Join gold — Gives all gold in party to player indicated.

K) Klimb — Climb up a ladder to the next higher dungeon level or surface.

L) Look — Identifies object in given direction.

M) Modify order — Exchanges the positions of any two players indicated within the party.

N) Negate time — Stops (negates) time for all outside of thy party. Negate requires a special item.

O) Other command — Allows a player to enter a command not given in this list but rather determined during game play.

P) Peer at a gem — Players with certain special items may see a magical map of current terrain, one use per item.

Q) Quit and Save — Saves the current game progress to disk; thou may continue or power down. Upon thy next play, the game will resume where thou last saved the game or entered a town.

R) Ready weapon — Equips a player with the weapon of thy choice, if owned, for use in combat.

S) Steal — Attempts to steal chests from behind store counters, success based on thieving ability.

T) Transact — Allows a player to trade with shops or talk to townspeople in order to collect clues vital to winning the game.

U) Unlock — Opens doors if you have a key. Unlock must be followed by the direction of the door and whose key is to be used. One use per key.

V) Volume — Toggles sound effects on and off.

W) Wear armour — Outfits a player with the armour of thy choice, if owned, for defence in combat.

X) Xit — That's exit, dismount horse or leave frigate.

Y) Yell — Allows player to yell any word one feels, may be useful.

Z) Ztatus — Displays a players status, attributes, and possessions. The "return" key scrolls through list and "esc" returns to normal play.

DIRECTION OF MOVEMENT KEYS

"Return" or "/" or "↑" — North or Forward
"↓" — South or Retreat
"→" — East or Turn Right
"←" — West or Turn Left

SPECIAL KEYS

0-4 Indicates player number when asked (0 indicates no player).

Space — Pass one game turn while taking no action.

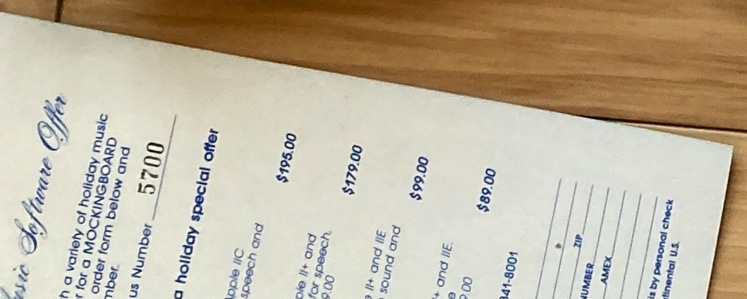
Press any key during the boot up sequence to bypass the boot up screen.

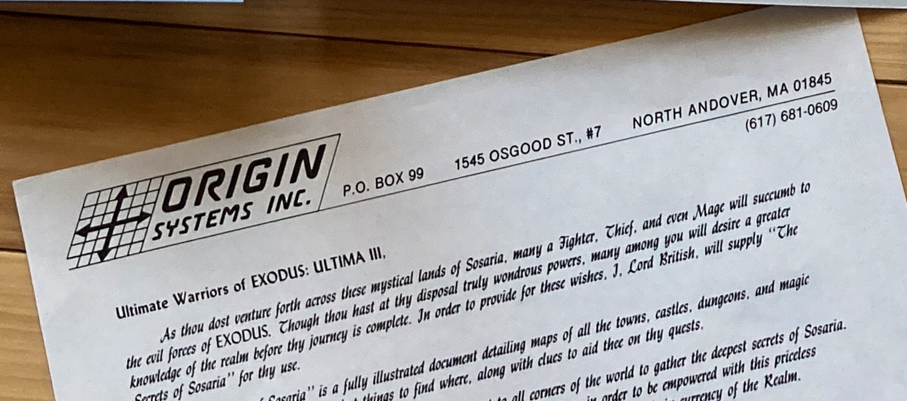
Two drive owners should insert the **Scenario** disk into drive 2 and press the 2 key when asked to insert the **Scenario** disk.

Copy Utility — To Create a **Scenario** disk create a duplicate of the **Player Master** with the COPY A program provided on thy DOS 3.3 master.

WEAPONS & ARMOUR
(a partial list)

Weapons	Equipment	Armour
Hands	A	Skin
Dagger	B	Cloth
Mace	C	Leather
Sling	D	Chain
Axe	E	Plate
Bow	F	
Sword	G	
2-H-Sword	H	





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Ultimate Warriors of EXODUS: ULTIMA III,

As thou dost venture forth across these mystical lands of Sosaria, many a Fighter, Thief, and even Mage will succumb to the evil forces of EXODUS. Though thou hast at thy disposal truly wondrous powers, many among you will desire a greater knowledge of the realm before thy journey is complete. In order to provide for these wishes, I, Lord British, will supply "The Secrets of Sosaria" for thy use.

"The Secrets of Sosaria" is a fully illustrated document detailing maps of all the towns, castles, dungeons, and magic ...includes a digest of what things to find where, along with clues to aid thee on thy quests.

...runners were sent to all corners of the world to gather the deepest secrets of Sosaria. ...the Abyss. Therefore, in order to be empowered with this priceless ...$12.95, payable in currency of the Realm.

I, Lord British, would like
thank the following persons for
ir efforts in creating this book.
Rev. R. Adams III, for the
uent writings herein.
ennis R. Loubel, for the
ficent illustrations within
ok.

al thanks goes out to those
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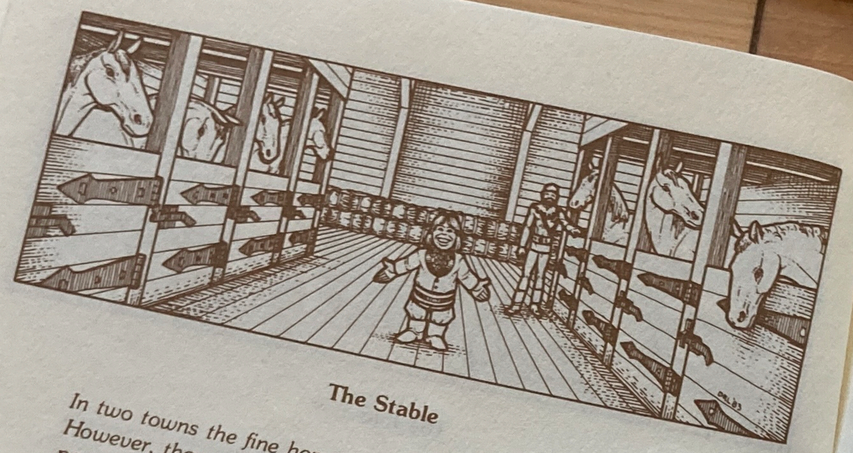
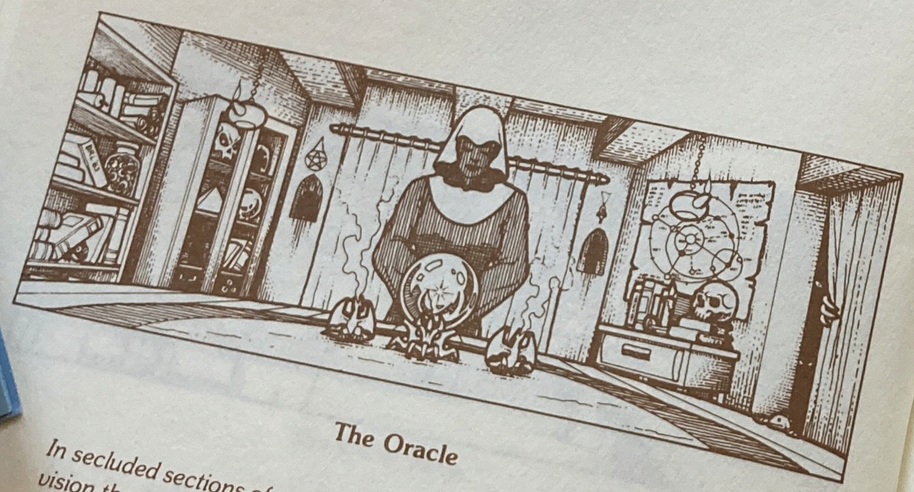


The Stable

In two towns the fine horses of Lord British may be purchased. However, they are only sold in lots that match the number of the party, so they are quite expensive.



The Oracle

In secluded sections of some towns dwell gifted Oracles. With their vision they can provide much understanding of the occurrences in the world around thee. Knowledge is a costly thing, so bring a heavy purse.

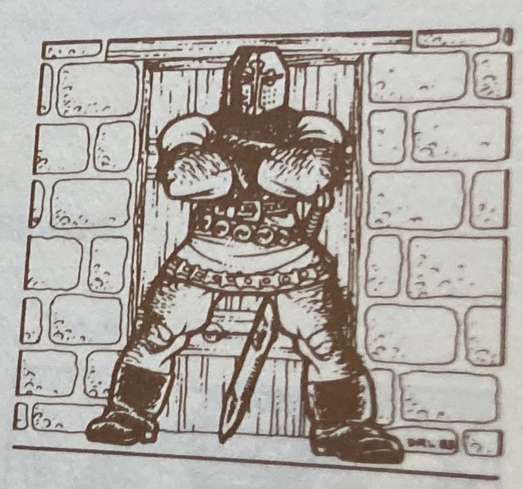
CITIZENS:

Merchants

The mainstay of Sosaria's prosperity. They operate the shops in town to the benefit of all. Some are not very clever, and if a sharp Thief is in thy Party, then a chest or two might be stolen from under the Merchant's nose. If thy Thief is caught stealing, the entire town guard will assault thee.

Guards

They resemble big bouncers at tough bars — all brawn and no brains. If a crime is detected within a town, or Lord British's castle, each Guard will pursue thee to the boundaries of the place. Most Guards are very difficult to overcome, but rumors have been circulating that some Guards are not completely honest.



Jesters

They entertain Lord British with their antics. Occasionally they even harass visitors.

Player Type

Any of the regular Player types may appear in the towns and castle. Speak to all of them, some hold valuable clues to the locations of hidden items.

Monster Type

Very rarely are renegade monsters seen in towns. These monsters no longer serve the Dark, but now serve Light.

Welcome O Pilgrim:

Take up and guard this book of arcane runes; it contains the tools of thy new power. No longer art thou an Initiate of the Fifth Circle. Thine old book of Jade Runes holds no power here. Surviving the spiritual transfiguration of the Great Stygian Abyss hath earned for thee the Mantle of Adept of the Sixth Circle. Few indeed have the strength or skill to cross the Abyss.

Study and use wisely the powerful knowledge contained herein. Their careful use will enable thee to succeed in any quest. Squandering their strength will bring about thy ruin.

May thou live and grow wise in interesting times!

The Druid Selzhanik,
Arch Mage, keeper of the
Ninth Circle

A. REPOND

There was a time, long ao, when the lands were free of the wretched creatures known as Orcs, Goblins, and Trolls. These creatures did not evolve naturally, but rather are the magical mutations performed by demented magicians. Now these creatures have prospered through many generations and their horrors are well known.

Have with thy person a staff of Yew, preferably cut from a hard and fine grained sapling. If Orcs, Goblins, or Trolls threaten thy party, raise thy staff before them and speak the name of this rune of dispelling. By casting this Rune, thou shalt be attempting to dispel the magic which is part of their inner being.

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